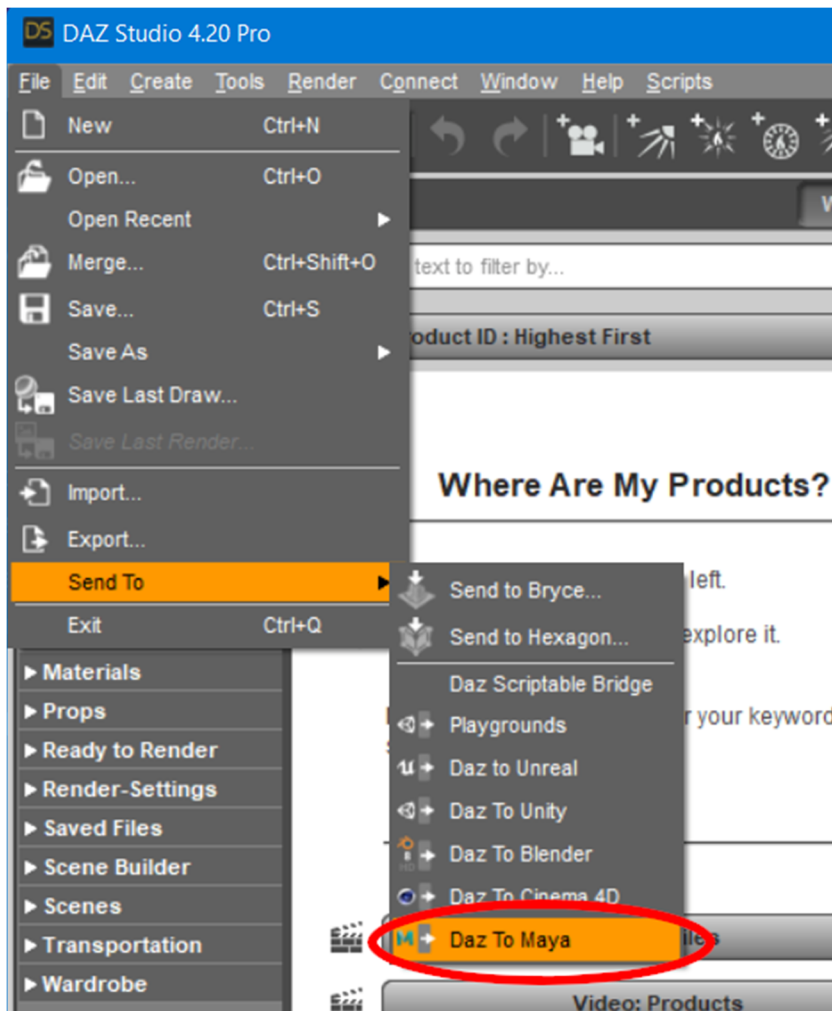


How do I install the Daz To Maya Bridge?

Daz Studio:

- You can install the Daz To Maya Bridge automatically through the Daz Install Manager or Daz Central. This will automatically add a new menu option under File -> Send To -> Daz To Maya.

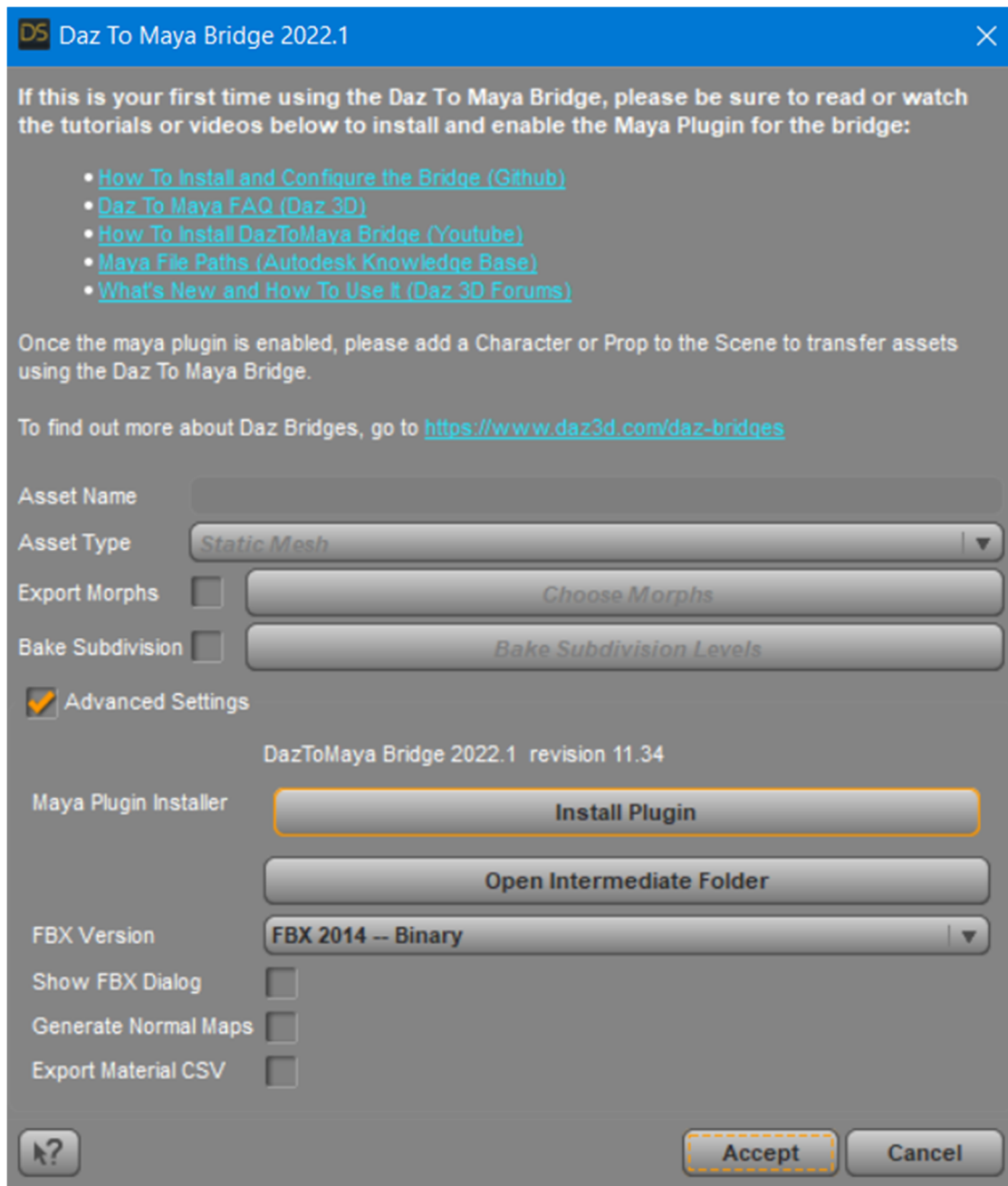


- Alternatively, you can manually install by downloading the latest build from Github Release Page and following the instructions there to install into Daz Studio.

Maya:

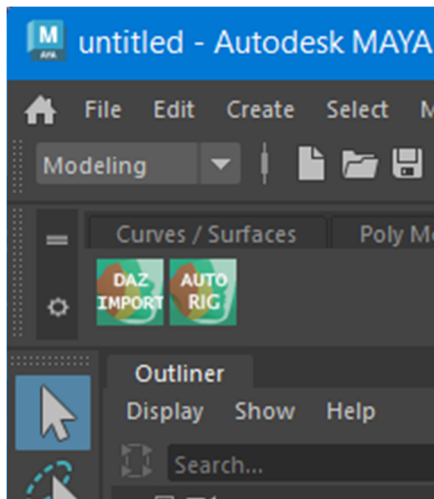
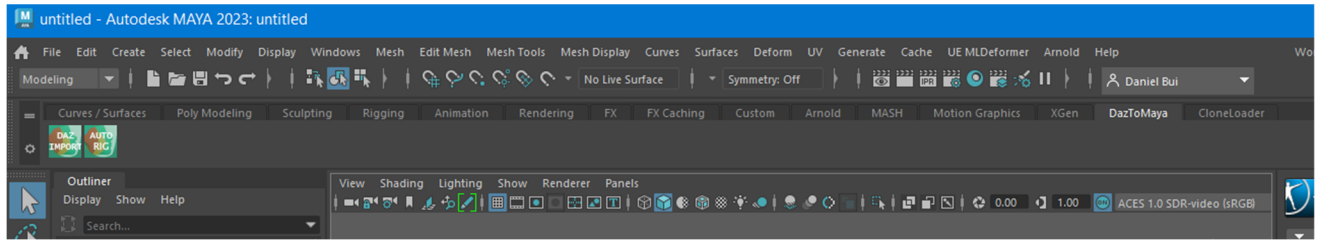
1. The Daz Studio Plugin comes embedded with an installer for the Maya Bridge module. From the Daz To Maya Bridge dialog, there is now section in the Advanced Settings section for Installing the Maya module.

2. Click the “Install Plugin” button. You will see a window popup to choose a folder to install the Maya module. The starting folder should be the default location for maya plugins and modules.



3. On Windows, the path to install modules should be “Documents\maya\modules”. On Mac, the path should be “/Users//Library/Preferences/Autodesk/maya/modules”.
4. For most Maya setups, you should be able to just click “Select Folder”. You will then see a confirmation dialog stating if the plugin installation was successful.
5. If Maya is running, you will need to restart for the Daz To Maya Bridge module to load.

6. In Maya, you should now see a “DazToMaya” tab in the Maya Shelf toolbar. Click this tab to find the DazToMaya options.



7. If you have tabs disabled in the Maya Shelf, you may need to click the “cog” icon and select “Shelf Tabs” to find and select the “DazToMaya” tab.
8. From the DazToMaya tab of the Shelf, you should now see an icon for “DAZ IMPORT”. You are done installing Daz To Maya Bridge!
9. If you receive an error when trying to click the "DAZ IMPORT" icon, make sure you have [PyMEL installed](#).